

Abstract

Method of selecting an object

Movement of a pointer or a window on a display of a personal computer, mobile
5 telephone or digital television set, which allows an object to be selected, is
controlled using an orthogonal set of keys. Motion of the pointer or window
closely resembles the behaviour of a body of fixed mass obeying Newton's second
law of motion. Movement of the pointer may used to predict which object the user
wishes to select. Once a prediction has been made, the object is marked and the
10 user may select the marked object, although the user need not act on the prediction.

(Figure 6)

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